

vsUMap< std::string,  
UnitContainer >

+jumpPoints

StarSystem::Statistics

+ navs  
+ system\_faction  
+ newfriendlycount  
+ newenemycount  
+ newcitizencount  
+ newneutralcount  
+ friendlycount  
+ enemycount  
+ neutralcount  
+ citizencount  
+ checkIter  
+ navCheckIter

+ Statistics()  
+ AddUnit()  
+ RemoveUnit()  
+ CheckVitals()